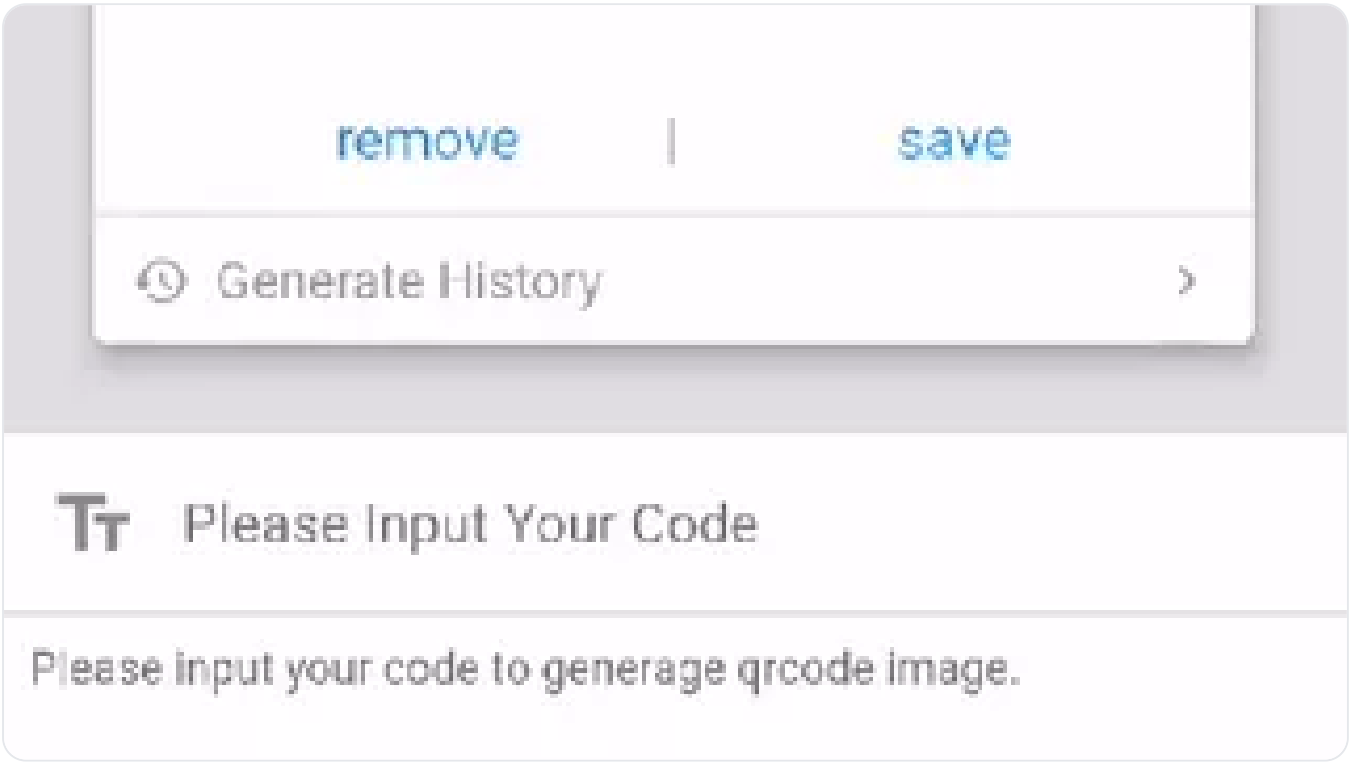
mobile_scanner

A Flutter barcode and QR code scanner for Android, iOS, macOS, and web.



About

mobile_scanner is a Flutter barcode scanner and QR code reader built for camera-based scanning across Android, iOS, macOS, and web. It combines CameraX and ML Kit on Android, AVFoundation and Apple Vision on Apple platforms, and ZXing in browsers, so developers can add real-time code capture with one package instead of wiring separate native SDKs.

What is mobile_scanner

mobile_scanner is a Flutter barcode scanner plugin that reads QR codes and many other barcode formats from a device camera. It is published on pub.dev and currently shows

version 7.4.0 in the package listing. The package is designed for apps that need live camera scanning rather than image upload or manual code entry.

The implementation varies by platform:

- Android uses CameraX and ML Kit.
- iOS and macOS use AVFoundation and Apple Vision.
- Web uses ZXing.

The package description emphasizes a fast, lightweight scanning experience with real-time detection and configurable camera behavior.

Key features

mobile_scanner focuses on practical camera scanning features for Flutter projects.

- Supports barcode and QR scanning from the device camera.
- Handles multiple barcode formats, not just QR codes.
- Detects codes in real time while the camera feed is running.
- Lets developers customize scanner behavior and camera handling.
- Includes example usage for basic scanning, scan windows, and retrieving barcode images.
- Supports Android, iOS, macOS, and web; Linux and Windows are not supported in the listed platform table.

Platform-specific capabilities listed in the package include:

- `analyzeImage` on Android, iOS, and macOS.
- `returnImage` on Android, iOS, and macOS.
- `scanWindow` on Android, iOS, and macOS.
- `autoZoom` only on Android.
- `lensType` and `getSupportedLenses(facing:)` on Android and iOS.

It also includes lens-selection helpers:

- `getSupportedLenses()` to inspect available camera lens types.

`getBestCloseRangeScanningLens()` to choose the lens that focuses closest for near-field scanning.

How to use it

mobile_scanner is meant to be added as a Flutter dependency and used from the app's camera screen.

- Add the package to your Flutter project using the pub.dev version shown in the package listing.
- Grant camera permission in your app and platform configuration.
- Create the scanner view in the part of the UI where scanning should happen.
- Listen for barcode detection events and handle the scanned value in your app logic.
- Optionally constrain the scan area with a scan window or adjust camera settings such as lens choice or auto-zoom where supported.

Typical implementation paths mentioned by the package include:

- a basic scanner view for simple capture,
- a scan window for focusing detection to a smaller portion of the preview,
- image retrieval for apps that need access to the detected barcode image.

If your app targets multiple platforms, the plugin gives you one Dart-facing integration while the native scanning backend changes underneath.

Who it is for

This Flutter barcode and QR code scanner is a strong fit for developers building apps that need quick code capture from a live camera feed.

It is useful for:

- inventory and asset apps that scan labels,
- event or ticket check-in flows,
- retail and checkout utilities,
- logistics and warehouse tools.

cross-platform Flutter products that want one scanning API across mobile and web.

It is especially relevant when you need:

platform coverage across Android, iOS, macOS, and web,

a package that supports real-time detection,

camera scanning rather than file-based decoding,

access to lens-selection logic for close-range barcode reading.

What to know before you use it

mobile_scanner is powerful, but it is not a universal camera solution for every desktop platform. The package table in the listing does not show Linux or Windows support, so you should not assume those targets are covered.

A few platform caveats matter in production:

`autoZoom` is only available on Android.

`lensType` and `getSupportedLenses(facing:)` are supported on Android and iOS, but not on macOS or the web.

On macOS and web, the facing filter for `getSupportedLenses()` is ignored and all lenses are returned.

`getBestCloseRangeScanningLens()` returns platform-specific results and may fall back to `normal` depending on the device and operating system version.

On Android, sub-camera lens selection is limited by CameraX, so the helper may return the main camera rather than a physically separate lens.

The package also notes that some helpers can return values that are not independently selectable on a given device, so you should check support before switching cameras. For example, the suggested lens from `getBestCloseRangeScanningLens()` should be validated against `getSupportedLenses()`.

For high-stakes scanning, use the official package documentation and examples rather than relying only on the summary here. The examples are the best source for implementation details, supported parameters, and current platform behavior. If you need precise platform behavior or package compatibility for a specific device, consult

For most Flutter teams, mobile_scanner is a practical barcode scanner plugin for production use, but the exact feature set depends on the device, OS, and platform backend. If your app depends on a specific scanning mode, confirm support on the target platform before release.

FAQ

Is mobile_scanner free to use?

Which platforms does mobile_scanner support?

Does mobile_scanner work with QR codes only?

Can I scan QR codes and barcodes in real time?

Can I use mobile_scanner for both QR codes and barcodes?

Can I control the scanner window or camera behavior?

Does mobile_scanner work on the web?

How do I choose the best camera lens for close-up scanning?

Who should use mobile_scanner?

When should I use getBestCloseRangeScanningLens()?

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TAGS

flutter # barcode-scanner # qr-code # camera # mobile-development # cross-platform # web-scan # pub-dev

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